

AFFORDABLE HOUSING INFILL-COMMUNITY **BLUE WATER** | Tavernier Key, Florida, USA | 2010

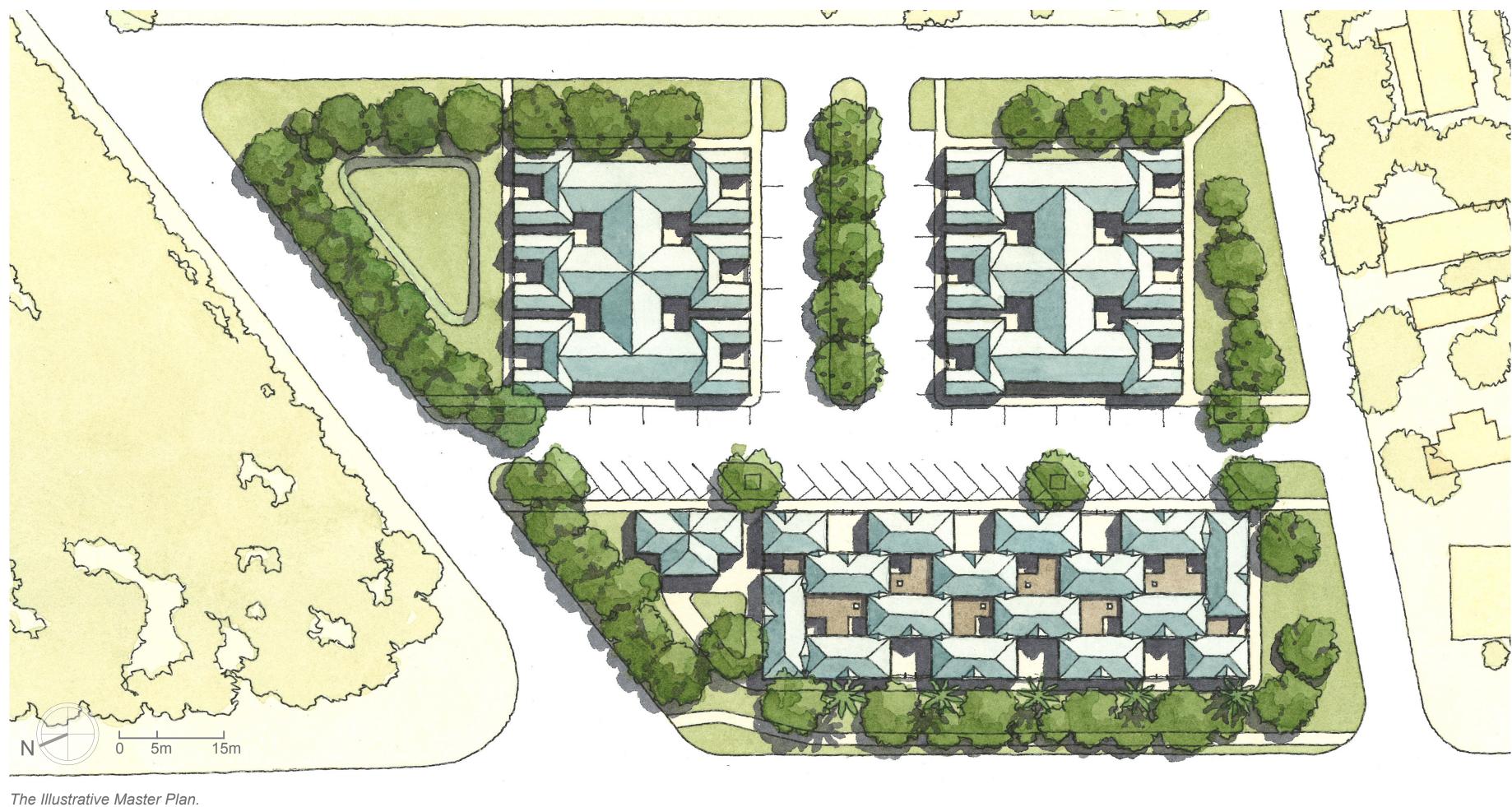
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DPZ Co-DESIGN | Master Planner & Architect Client: Gorman & Company











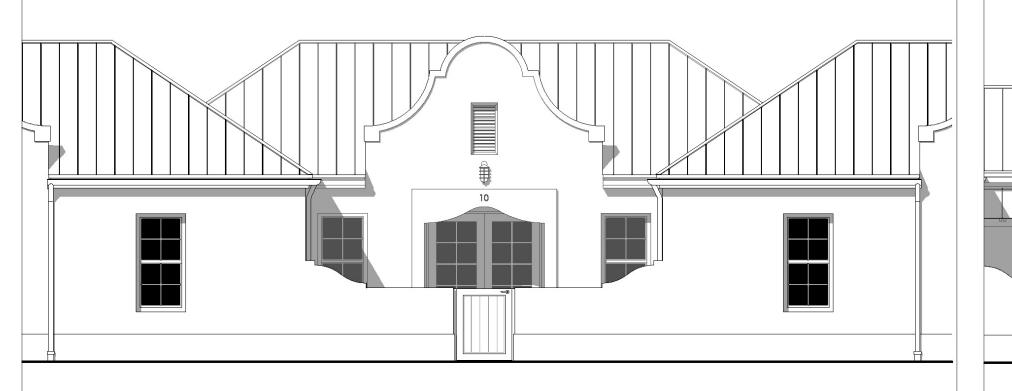


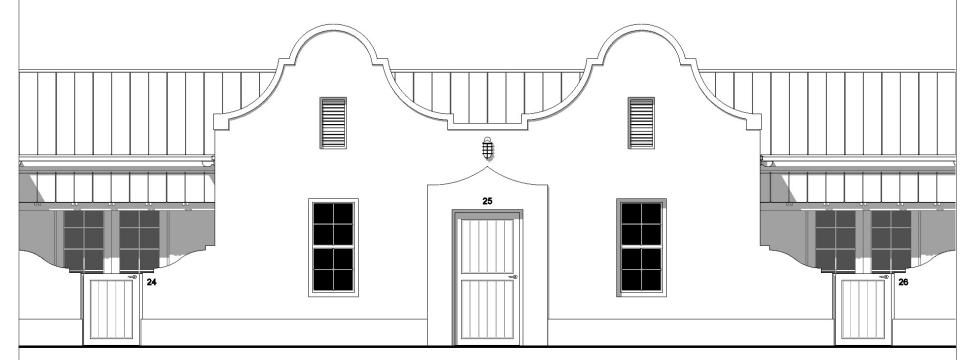


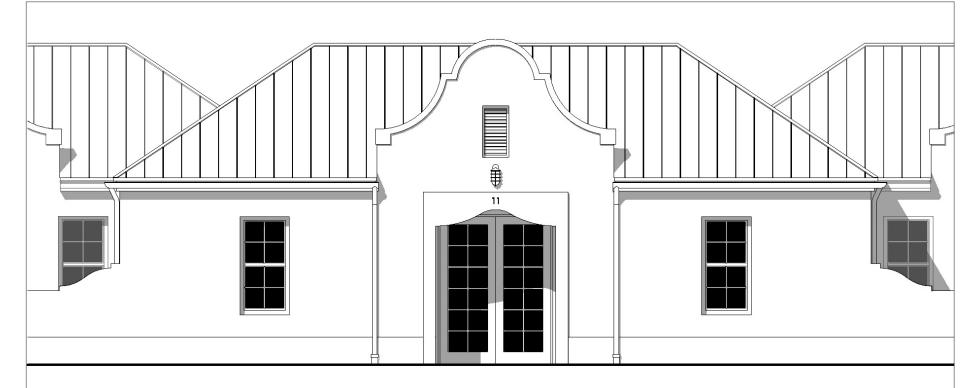
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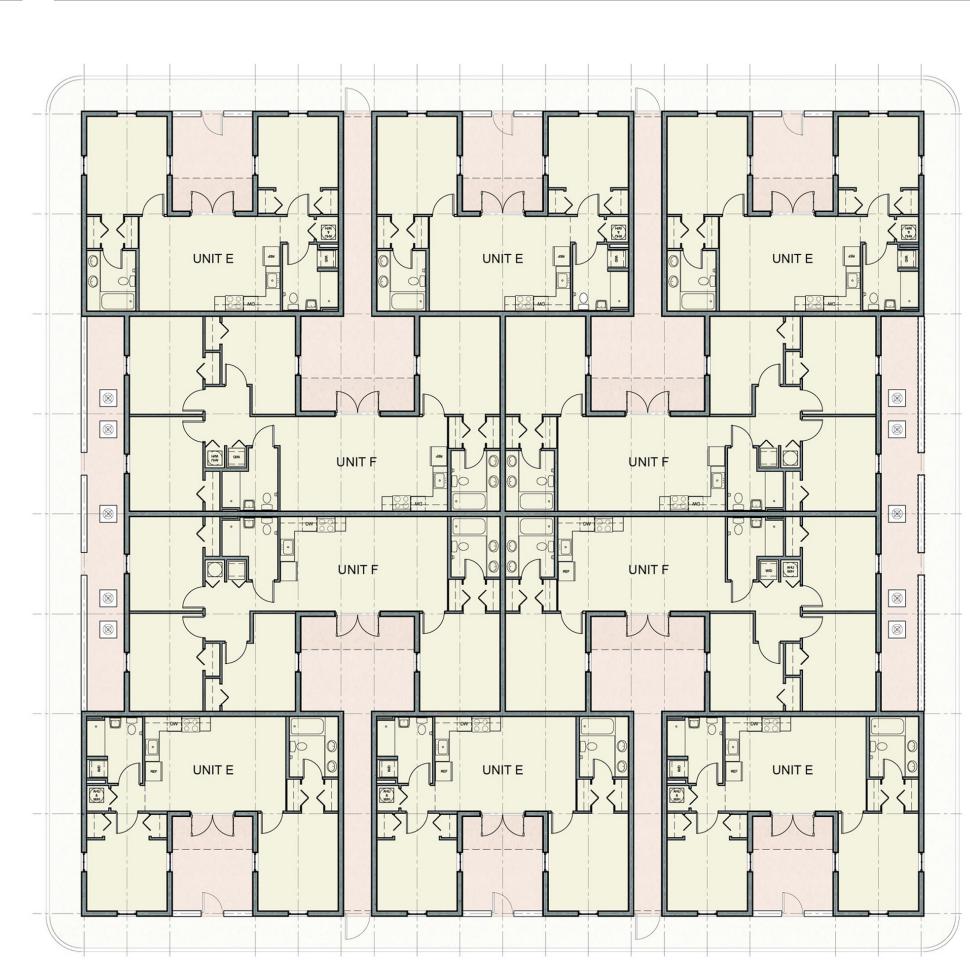


Elevation drawings of the one-story units illustrating the cost-saving uniformity of the elements.

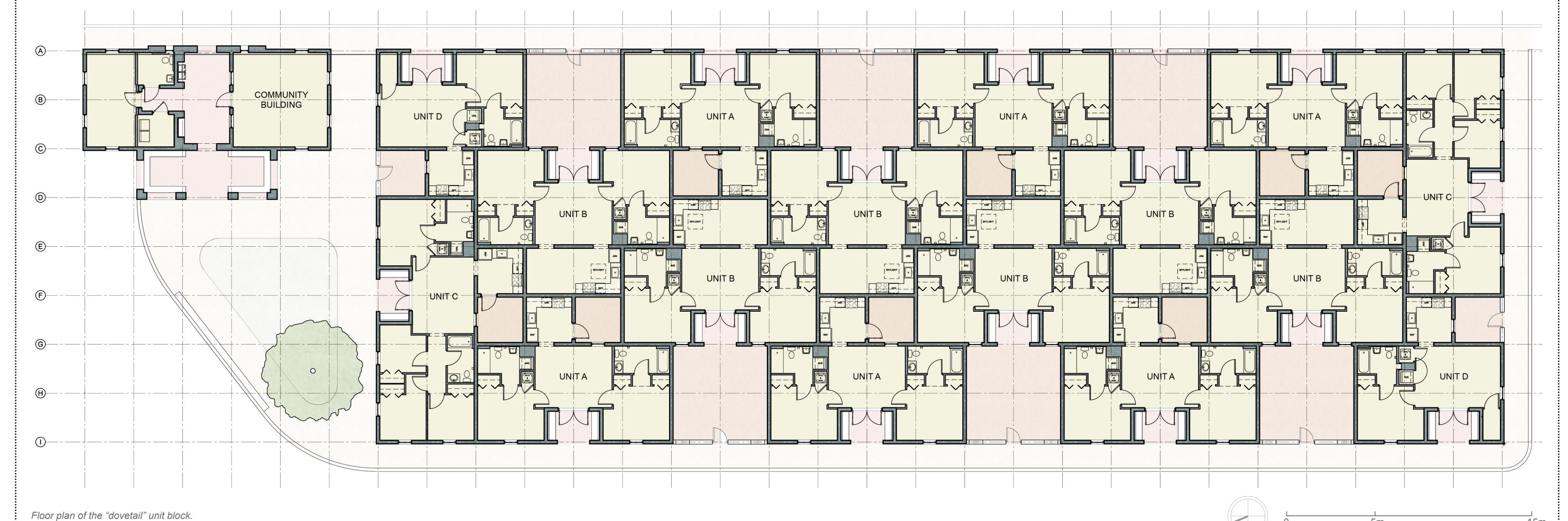


Using a patented system of interlocking singlestory courtyard home plans, this 36-unit project provides a compact and accessible alternative to high-density, multi-level, affordable housing. The project was sponsored by the Monroe County government to address a major shortfall in workforce housing in the Florida Keys. These one-story cottages respect the surrounding single-family context, meeting setback and height requirements with no variances. Small, walled courtyards are used to modestly conceal utilities. The courtyard unit plans dovetail for optimal space efficiency and range from 1-bedroom to 4-bedroom dwellings, accommodating the multi-generational needs of singles, couples and families. Private outdoor courtyards are complemented by a shared children's playground.

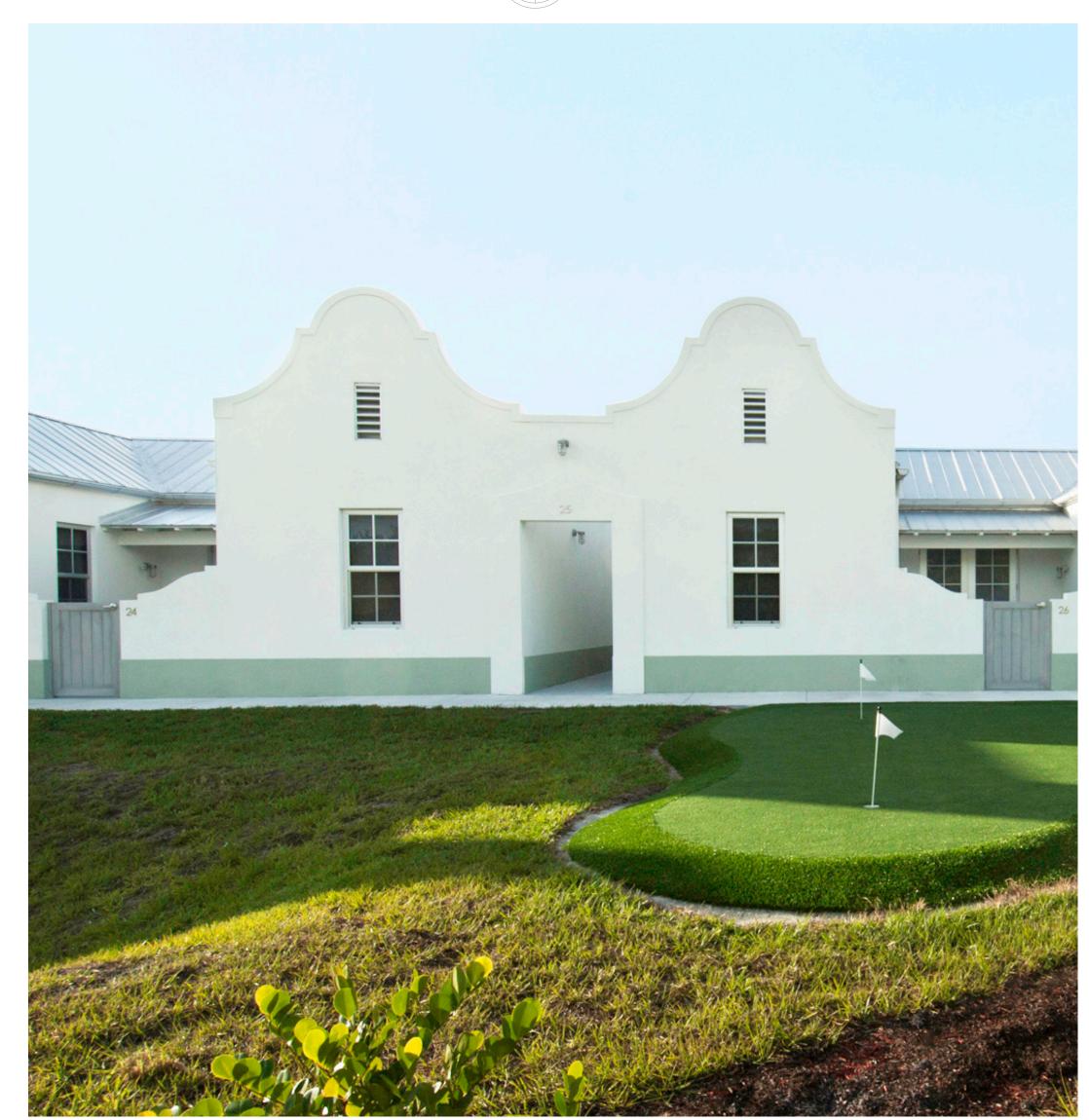




Floor plan of the "keyhole" unit block.







Unit courtyards overlooking a communal greenspace.

Playground and loggia at the community building.



MASTER PLAN & CODE FOR A NEW TOWN **SEASIDE** | Walton County, Florida, USA | 1980

C₂DESIGN

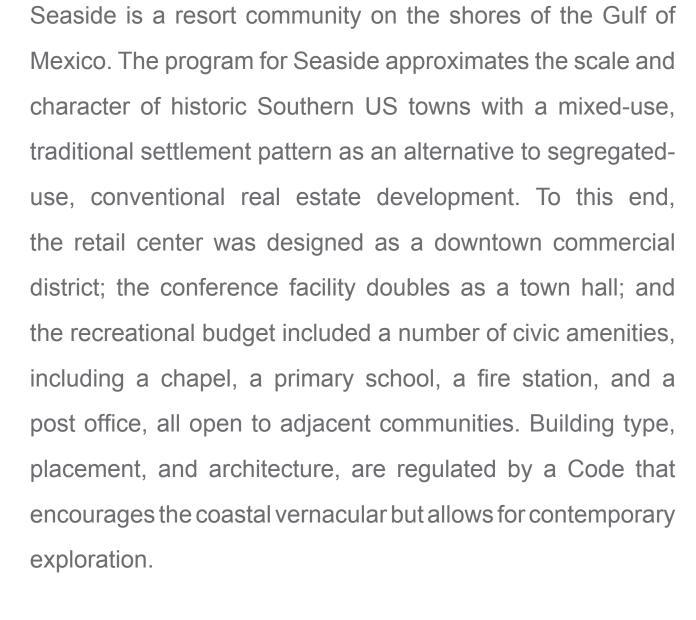
DPZ Co-DESIGN, Master Planner Client: Robert and Daryl Davis



Aerial view of the Central Square and Amphitheater Green, with pedestrian axis to the chapel.



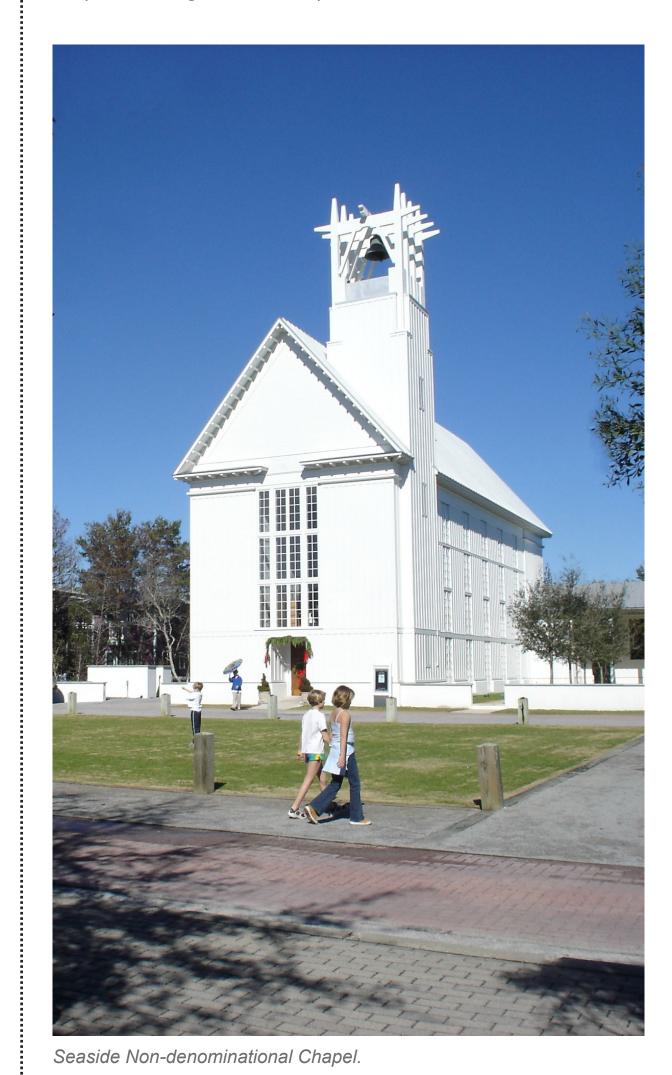
Shopfronts facing the Central Square.

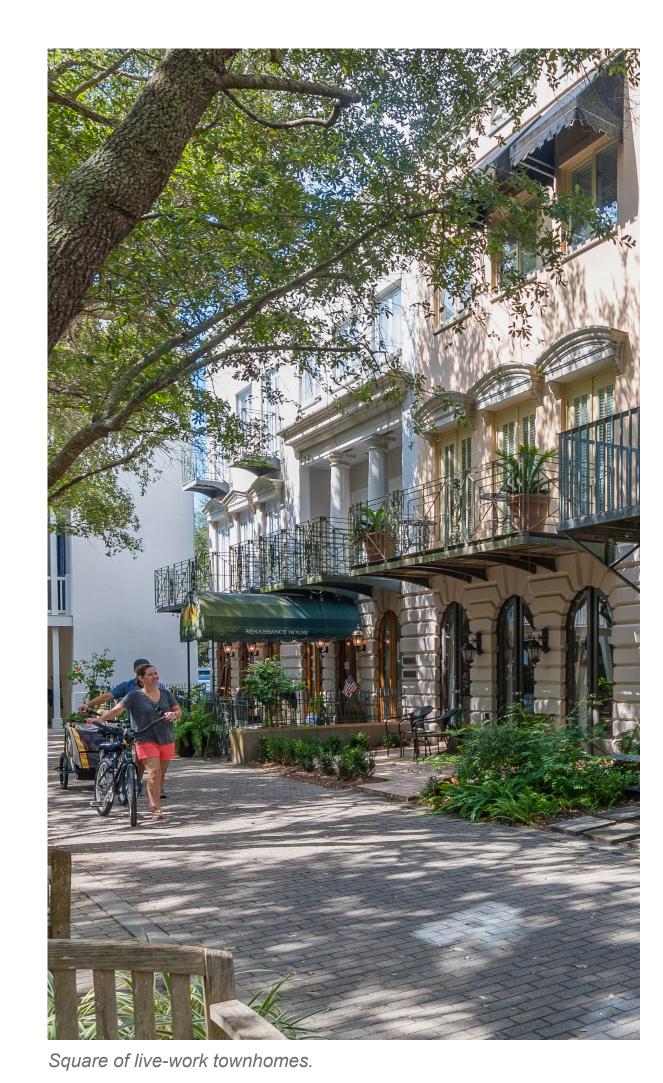






A typical street of single-family, detached cottages.







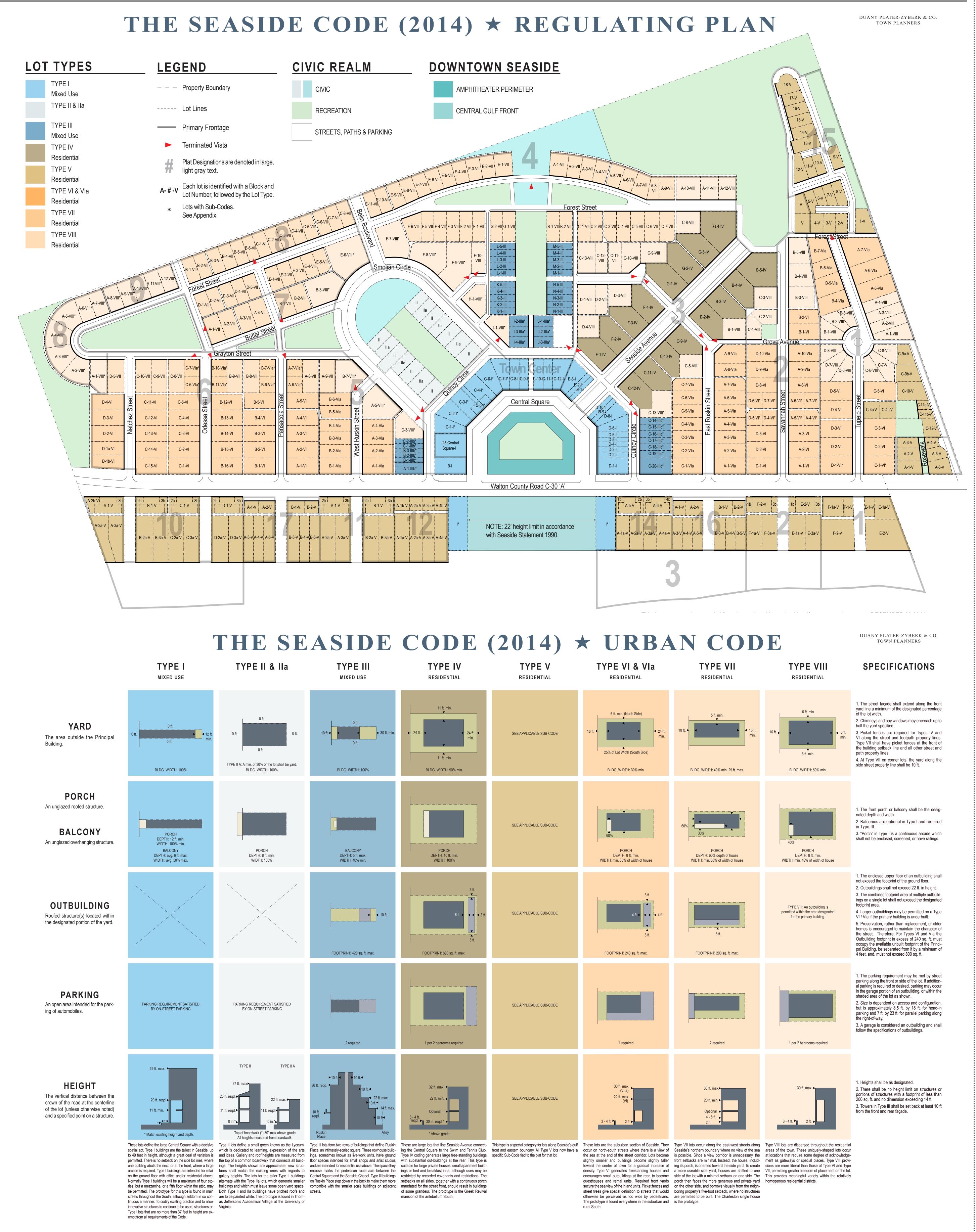
Typical street of cottages with towers framing the view toward a beach pavilion.



MASTER PLAN & CODE FOR A NEW TOWN **SEASIDE** | Walton County, Florida, USA | 1980

DDDESIGN

DPZ Co-DESIGN, Master Planner Client: Robert and Daryl Davis





MASTER PLAN & GUIDELINES FOR A NEW VILLAGE HEULEBRUG | Knokke-Heist, Belgium | 1998

C₂DESIGN

Leon Krier with DPZ Co-DESIGN, Master Planners Client: West-Vlammse Intercommunale (WVI), Coordinating Architect: Arcas Group



Attached to the resort beach town of Knokke-Heist on Belgium's northern coast, Heulebrug was created to satisfy a need for social housing. Designed with a traditional urban fabric, it was intended as an organic, southern extension of the town rather than an isolated housing project. A central square with an iconic, tower-like community building is surrounded by three neighborhoods, each organized around smaller squares. Along every major thoroughfare, carefully angled street walls help define enclosed spaces. The site is bounded by a 1960s social housing scheme, a railroad, a major traffic route, and a permanent farmland reserve. Building materials, architectural proportions and detailing, were regulated by a set of urban and architectural guidelines in order to create a consistent aesthetic compatible with the Knokke-Heist context.

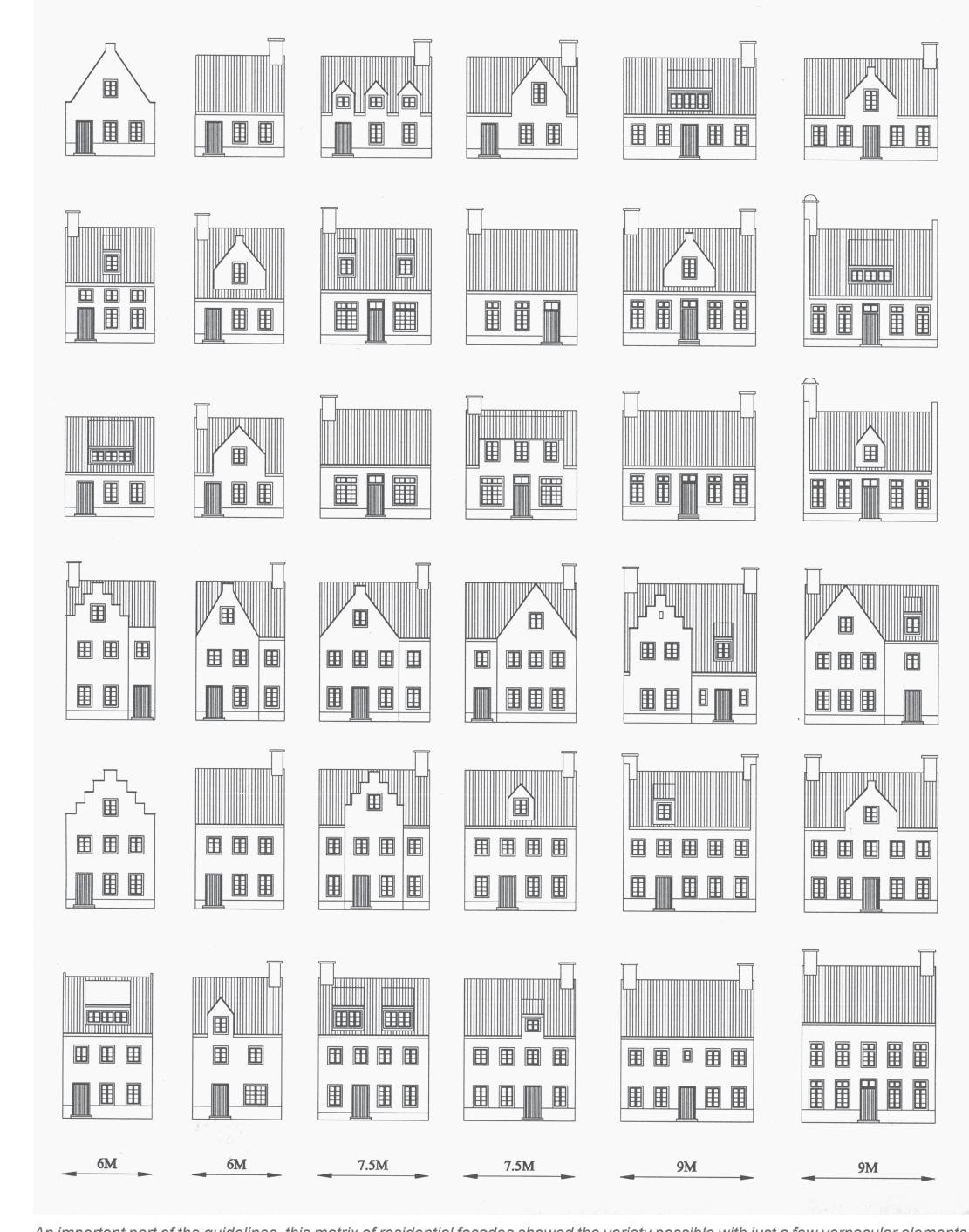




These 1998 charrette illustrations helped define the character of this new village as the design was underway. (Watercolors by Michael Morrissey)







An important part of the guidelines, this matrix of residential facades showed the variety possible with just a few vernacular elements.



MORE URBAN		MORE RURAL
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Street (ST 18 / 10) Parking 2 Sides Pavement 10 M Sidewalks 4 M Planters 1 M Setback 0 M		Drive (DR >10 / 4)Parking:IntermittentPavement:4 MSidewalks:1 MPlanters1 M x 2Setback4 M
Street (ST 14 / 10) Parking 2 Sides Pavement 10 M Sidewalks 2 M Planters 1 M Setback 0 M		Road (RD 10 / 4) Parking: Intermittent Pavement 4 M Sidewalks 1 M Planters 1 M x 2 Setback 4 M
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Street (ST 8/4) Parking: Intermittent Pavement: 4 M Sidewalks: 2 M Planters: 1 M Setback 0 M		Road (RD 6 / 4) Parking: Intermittent Pavement 4 M Sidewalks 0 M Planters: 1 M Setback: 0 M
Street (ST 4 / 4) Parking: None Pavement: 4 M Sidewalks: None Planters: None Setback 0 M		Path (PT 4/0) Parking: None Pavement None Sidewalks 1.33 M Planters: 1.33 M Setback: 0 M
A series of intentionally-s	haped street sections provide a variety of spatial experiences throughout	the neighborhood.



MASTER PLAN & GUIDELINES FOR A NEW VILLAGE HEULEBRUG | Knokke-Heist, Belgium | 1998

DDDESIGN

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The canal greenway provides an iconic gateway from the countryside.



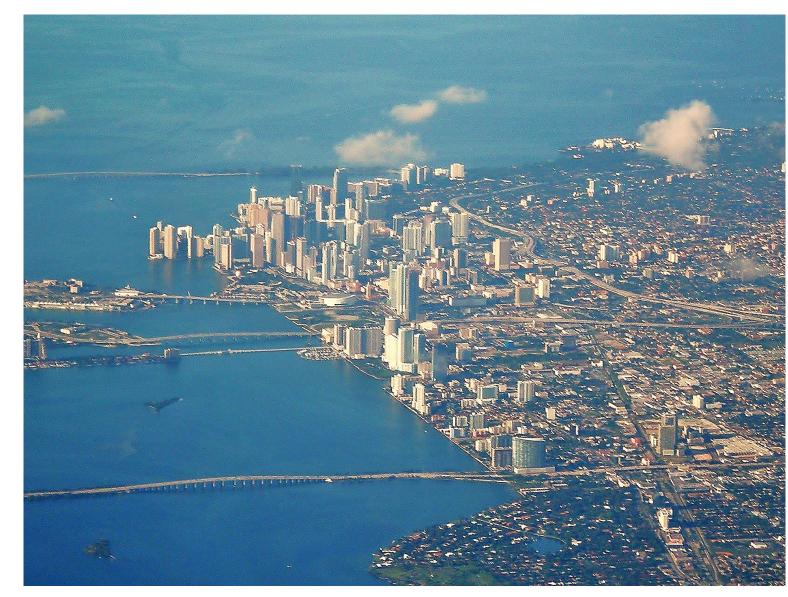
BEAUTY AND THE BUILT LANDSCAPE - INTERNATIONAL URBAN DESIGN CONGRESS - VITERBO - JUNE, 16 - 21, 2025



FORM-BASED URBAN CODE FOR AN EXISTING CITY MIAMI 21 | Miami, Florida USA | 2004 - Present

CODESIGN

DPZ Co-DESIGN, Urban Planner Client: City of Miami - Manny Diaz, Mayor & Ana Gelabert-Sanchez, Planning Director



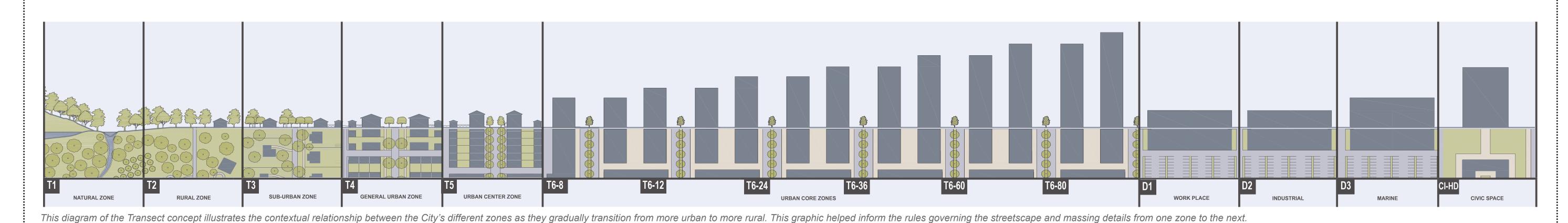
Aerial View of Miami at the start of Miami 21. (© Marc Averette / Wikimedia Commons / CC-BY-SA-3.0 / GFDL)

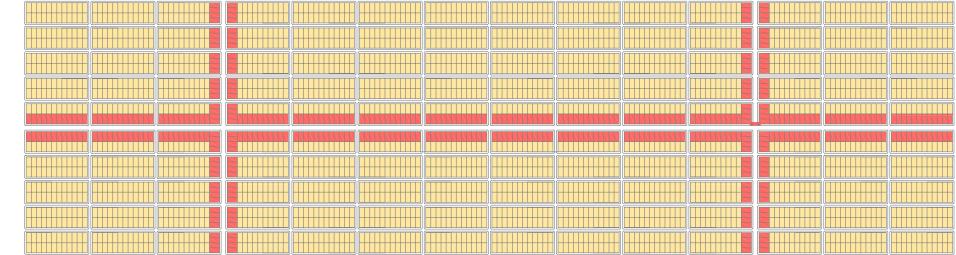
Miami 21 is a complete overhaul of the City of Miami's use-separated Euclidean zoning code. Based on the Urban-to-Rural Transect and the SmartCode, it represents the first citywide application of a form-based code. The regulations combine placemaking goals with policy concerns, replacing outdated standards and a cumbersome approvals process. Distinct goals of conservation and development focused on preserving neighborhoods and historic sites, while transforming the city's downtown and commercial corridors into mixed-use, transit-oriented centers. Straightforward descriptions of requirements for building frontages, maximum heights, and floor plate areas promised greater physical predictability amid the city's rapid growth—providing transparency for residents and a stable context for developers. Visionary Mayor Manny Diaz led the collaborative effort, involving ten City departments and countless stakeholder groups.



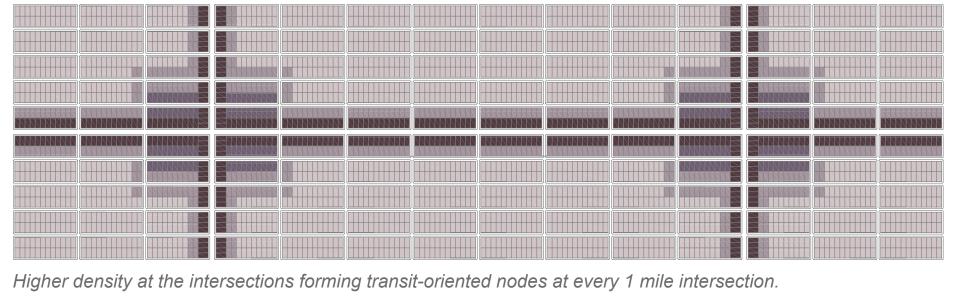
The City of Miami Zoning Atlas/Map re-imagined with context-based, transect zones.

14,372 ha











The transition between higher density and the single family fabric requires introducing transitional building types.

AS ADOPTED - JA	ANUARY 2018	ILLUSTRATION 5.6 URBAN CORE TRANSECT ZONES (T6						
BUILDING DISPOSITION		BUILDING PLACEMENT PARKING PLACEMENT						
LOT OCCUPATION								
a. Lot Area	5,000 s.f. min.; 40,000 s.f. max.	Secondary Front 20' min. 10' min. \$\dagger 1\text{st} \text{Layer} \$\delta \text{Secondary Front} \text{\figs.} \dagger \$\delta \text{Layer} \$\delta \t						
b. Lot Width	50 ft min.	A A I SELECTION I SOS MAY						
c. Lot Coverage		2nd & 3rd						
- 1-8 Stories	80% max.	▶						
- Above 8 th Story	15,000 sq. ft. max. Floorplate for Residential & Lodging 30,000 sq. ft. max. Floorplate for Office & Commercial	20' min.						
d. Floor Lot Ratio (FLR)	5 / 25% additional Public Benefit							
e. Frontage at front Setback	70% min.							
f. Open Space	10% Lot Area min.							
9. Density	150 du/ac max.*	*************************************						
BUILDING SETBACK		Îst 2nd â îst 2nd â 3rd Layer Layer Layer Layer Layer Layer						
a. Principal Front	10 ft. min.; 20 ft. min. above 8 th Story							
b. Secondary Front	10 ft. min.; 20 ft. min. above 8th Story	BUILDING HEIGHT						
c. Side	0 ft. min.; 30 ft. min. above 8th Story							
d. Rear	0 ft. min.; 30 ft. min. above 8th Story	Max.						
e. Abutting Side or Rear T5	0 ft. min. 1st through 5th Story 10 ft. min. 6st through 8th Story 30 ft. min. above 8th Story	Height 30' min. 11 30' min. 10 10						
Abutting Side or Rear T4	6 ft. min. 1st through 5th Story 26 ft. min. above 5th Story	Max. Height 8 8 7 10' min						
Abutting Side or Rear T3	10% of Lot depth** min. 1st through 2nd Story 26 ft. min. 3rd through 5th Story 46 ft. min. above 5th Story	6 5						
BUILDING CON	FIGURATION	Min. Heighti 2 0' min. ▶ ■ 1						
a. Common Lawn	prohibited	ABUTTING SIDE & REAR ALL ZONES EXCEPT T5, T4 & T3 ABUTTING SIDE & REAR T5						
b. Porch & Fence	prohibited							
c. Terrace or L.C.	prohibited	12						
d. Forecourt	permitted	11						
e. Stoop	permitted	10						
f. Shopfront	permitted (T6-8 L and T6-8 O only)							
9. Gallery	permitted by Special Area Plan	8 8 46' min. 7 46' min.						
h. Arcade	permitted by Special Area Plan							
BUILDING HEIGHT		5 26 min.						
a. Min. Height	2 Stories	4						
b. Max. Height	8 Stories	3 3 2 6' min. b 4 2 10% of lot death** b 4						
c. Max. Benefit Height	4 Stories Abutting all Transects Zones except T3	1						
* Or as modified in Diagram 9		ABUTTING SIDE & REAR T4 **10% of Lot depth for Lots more than 120' deep 6' min for Lots less than 120' deep						

V.29

Sample Page – Urban Core Regulations for Building Disposition and Configuration.



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FORM-BASED URBAN CODE FOR AN EXISTING CITY MIAMI 21 | Miami, Florida USA | 2004 - Present

CODESIGN

DPZ Co-DESIGN, Urban Planner Client: City of Miami - Manny Diaz, Mayor & Ana Gelabert-Sanchez, Planning Director



This early rendering illustrated how liner buildings can help mediate the transition between high-rise corridors and 1 to 2 story neighborhoods.



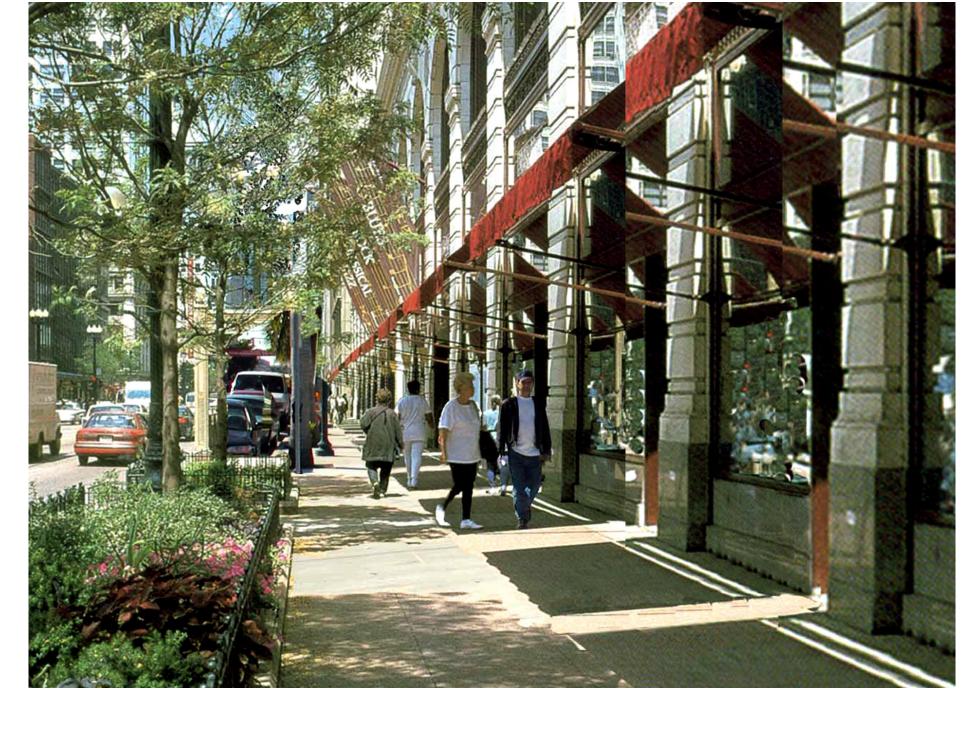




Habitable space requirements at ground level frontages are making the redeveloping Calle 8 corridor more pedestrian-friendly.









This photo simulation demonstrates the M21 requirements along major frontages for screening parking lots, adding landscaping, and mandating that new buildings on redeveloped sites abut the sidewalk.



The Miami Design District, a revision to the city's grid, approved as a Special Area Plan, a Miami 21 innovation.